

In the claims:

1. (currently amended) A method of fixing link time problems relating to out of range limitations in transfer of control comprising the steps of: determining if a transfer of control is beyond a near call limitation and if so generating a link time modification of object code by the compiler or assembler by the addition of custom generated object code or trampoline code to the link without changing the compiler generated instructions or expanding compiler generated object code for a long distance transfer of control by redirecting original call to a code which will transfer control to the original target address.
2. (currently amended) [The method of Claim 2] A method of fixing link time problems relating to out of range limitations in transfer of control comprising the steps of: determining if a transfer of control is beyond a near call limitation and if so generating a link time modification of object code by the compiler or assembler by the addition of custom generated object code or trampoline code to the link without changing the compiler generated instructions or expanding compiler generated object code for a long distance transfer of control by redirecting original call to a code which will transfer control to the original target address and wherein if resources are a problem a step of using a sequence of trampolines is further included.
3. (original) A method of making far calls or branches comprising the step of providing link time modification of object code generated by the compiler or assembler by the addition of custom generated object code to the link without changing the compiler generated instructions or expanding compiler generated object code.
4. (currently amended) A method of branch or call instructions comprising the steps of: the compiler or assembler generating near-call instructions for all external calls, and near-return instructions for all global subroutine returns, ignoring link-time layout of sections; the linker allocating all object code sections, with no need to take into account the limitations of near-branch instructions; for each near external call C, the linker computing the distance from C to its target T and performing the following steps: determining if the call C and target T are allocated close enough to each other

to permit a near call and if so, then near call C ~~near-calling~~ target T directly with no modification ~~is necessary~~ and returning to consider the next call; otherwise if there is there already a trampoline S1 to target T that is linkably close enough to call C to permit a near call, then modifying call C to point to call B1 in S1 and returning to consider the next call; otherwise, creating trampoline section S1 and modifying call C to point to call B1 in S1 and add any necessary setup code to S1 and continue with following steps of determining if a second trampoline S2 is needed to reach target T? and, if not, then assigning call B1 in S1 to contain a far call to target T, and return to consider the next call; otherwise, determining if a second trampoline S2 already exists to reach target T and if so, then modifying call B1 in S1 to point to existing call B2 in existing S2, and return to consider the next call; otherwise, creating a second trampoline S2 and modifying S1 to perform a far call to call B2 in S2 and add any necessary setup code to S2 and subroutine call B2 in S2 is made to contain a near call to target T and return to consider the next call.

5. (original) A method of fixing link time problems relating to out of range branch or call instructions comprising the steps of: generating near calls at the compiler or assembler for all external branches or calls; determining if the target is too distant from a call or branch; and if too far distant generating a trampoline section to the target and re-directing the near call or branch to the trampoline section.
6. (original) The method of Claim 5 including the step of returning to an original call by returning the control through the trampoline section
7. (currently amended) A method of fixing link time problems relating to out of range branch or call instructions comprising the steps of: computing if the target is too far distant from the branch or call; if it is too far distant then determining if there already is a trampoline section to the target and if so redirect the new call or branch to that trampoline section and if there is not already a trampoline to the target then generating a trampoline section to the target and redirect the near call or branch to the generated trampoline section.

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8. (currently amended) [The method of Claim 7]A method of fixing link time problems relating to out of range branch or call instructions comprising the steps of: computing if the target is too far distant from the branch or call; if it is too far distant then determining if there already is a trampoline section to the target and if so redirect the new call or branch to that trampoline section and if there is not already a trampoline to the target then generating a trampoline section to the target and redirect the near call or branch to the generated trampoline section and wherein if a single-trampoline fails to work because of resources, then included are the step of: generating a second trampoline and generating a far branch or call from said first trampoline to the second trampoline section and generating at the second trampoline section a near call or branch to the original target.
 9. (original The method of Claim 8 wherein the return is a near return from the target to the second trampoline, a far return from the second trampoline ,and a near return from the first trampoline to the original call.
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